## West Virginia 2006

EHM23

CLIENT:			
WORKSHEET 8 – Manage nest structures for cavity nesting birds and mammals			
cavity nest	\$25.00/acre/year to manage nest ing birds and mammals. A total of maximum of six (6) acres per con e habitat.	of four (4) per	THIS ENHANCEMENT IS REQUIRED FOR THE CURRENT CSP CONTRACT
Some wildlife species require cavities in which to nest or roost. However, with the elimination of fencerows, dead trees and wooden fence posts in many farms, high quality natural cavity sites are missing in much of the landscape. This lack of appropriate nesting sites will reduce the likelihood of cavity nesting species successfully using otherwise good habitat. Many of these cavity-nesting species will use manmade structures if they are correctly built and placed. By erecting appropriate nesting structures the quality of wildlife habitat may be improved.			
➤ Eastern bluebird: Build, locate and maintain the nesting structures according to the details in the publication Eastern Bluebird by the Wildlife Habitat Management Institute. This document may be found in Section IV of the WV eFOTG under the Technical Notes section. Refer to this publication for spacing requirements, designs, operation and maintenance, and other details.			
➤ Other species: Build, locate and maintain the structures according to the details in the publication Artificial Nesting Structures by the Wildlife Habitat Management Institute. This document may be found in Section IV of the WV eFOTG under the Technical Notes section. Refer to this publication for various species, spacing requirements, operation and maintenance of specific structure designs.			
Certification for Management of Nesting Structures for Cavity Nesting Birds and Mammals			
Farm# Tract #			
Field #	Benefited Wildlife Species	Acres of Habitat	Total Number of Structures
I certify that I have managed nest structures for cavity nesting birds and mammals as listed above and as outlined in the supplemental information I was provided.			
Client's Signature:		Date:	